## WHAT IS CLAIMED IS:

1	1. A computer implemented method for allowing communication among		
2	processing nodes in a system, comprising:		
3	receiving, in a source node, a request from a source object executing in the source no		
4	to send a message to a destination object executing in a destination node, wherein each node		
5	includes a processor capable of multitasking multiple program objects and a communication		
6	interface to transmit and receive data with the other nodes;		
7	determining, in the source node, whether the destination node and source node are a		
8	same node;		
9	sending, in the source node, the message to the destination object within the source		
10	node if the destination node is the source node; and		
11	if the destination node is not the source node, performing:		
12	(i) transmitting, with the source node, the message to the destination node		
13	through the communication interface; and		
14	(ii) sending, with the destination node, the message to the destination object		
15	within the destination node.		
1	2. The method of claim 1, wherein there is a message queue associated with each		
2	object in each node, and wherein sending, in the source node, the message to the destination		
3	object comprises:		
4	invoking, in the source node, an operating system command to transmit the message to		

- 1 3. The method of claim 1, wherein transmitting, with the source node, the message 2 to the destination node over the communication interface, comprises:
- determining, in the source node, an address of the destination node that addresses the
- 4 destination node when transmitting messages through the communication interface;

the message queue associated with the destination object.

generating, in the source node, at least one message packet including the message, the
determined address, and an address of the destination object; and
transmitting, with the source node, the at least one message packet to the destination
node over the communication interface.

- 4. The method of claim 3, wherein the communication interface comprises a bus and wherein including the address of the destination node in the message causes the destination node to read the at least one message packet transmitted on the bus.
- 1 5. The method of claim 1, wherein sending the message to the destination object in 2 the destination node comprises:
- determining, in the destination node, the destination object for the at least one message packet;
- extracting, in the destination node, the message from the message packet; and invoking, in the destination node, an operating system command to transmit the message to the message queue associated with the destination object.
- 1 6. The method of claim 1, wherein transmitting, with the source node, the message 2 to the destination node comprises:
- invoking an operating system command, with the source object, to send the message to a message queue associated with a source network object in the source node;
- determining, with the source network object, an address of the destination node that addresses the destination node when transmitting messages through the communication interface;
- generating, with the source network object, at least one message packet including the message, the determined address of the destination node, and an address of the destination object;

transmitting, with the source network object, the at least one message packet to the destination node over the communication interface; and receiving, with a destination network object, the at least one message packet, wherein

the destination network object sends the message to a message queue associated with the

15 destination object in the destination node.

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component of the system;

- 7. The method of claim 6, wherein routing the message, with the destination network object in the destination node, to the destination object comprises:

  determining the destination object for the at least one message packet;

  extracting the message from the message packet; and

  invoking an operating system command to transmit the message to a message queue associated with the destination object.
- 1 8. The method of claim 1, wherein each node is associated with one component of
  2 a system, wherein a first node comprises a controller node and at least one second node
  3 comprises a component node that controls an electro-mechanical component of the system,
  4 wherein the source object comprises a work management object in the controller node that
  5 manages system commands and the message includes a command to instruct a motion object in
  6 the component node to control the electro-mechanical component to perform an operation.
- 9. The method of claim 8, wherein a communication node is capable of receiving commands from a host system to control the electro-mechanical component of the system, further comprising:

  receiving, with a host communication object executing in the communication node, a command from a host system to instruct the motion object to control the electro-mechanical

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- 7 generating, with the host communication object, a message including the command to 8 send to the work management object; and
- 9 transmitting, with communication node, the message to the controller node to route to 10 the work management object.
- 1 10. The method of claim 8, wherein the system comprises a storage library system, 2 and the electro-mechanical component comprises a component of a storage library system.
- 11. 1 The method of claim 1, wherein each object is assigned a unique object 2 identifier in the system, and wherein the unique identifier is used within all nodes to identify the 3 destination object to receive the message.
- 1 12. The method of claim 11, wherein each node is assigned a unique node identifier 2 used within all nodes to identify the destination node to receive the message.
- 13. 1 The method of claim 12, wherein a function call receives the request from the 2 source object to send the message to the destination object, determines whether the destination 3 node is the same node, sends the message to the destination object or causes the transmittal of the message to the destination node over the communication interface, and maintains the object 4 5 and node identifier assignment, further comprising:
- 6 updating the node and object identifier used by each function call in each node to reflect 7 a modification to the arrangement of nodes or objects in the system.
- 1 14. The method of claim 1, wherein each node transmits signals to determine an availability of other nodes on the communication interface. 2

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A system for allowing communication among processing nodes in a system, 2 comprising: 3 at least two nodes, wherein each node includes a processor capable of multitasking 4 multiple program objects; 5 a communication interface to transmit and receive data between the nodes; 6 source program logic implemented in the nodes, wherein the node executing the source 7 logic comprises a source node, wherein the source program logic causes the source node 8 processor to perform: 9 (i) receiving a request from a source object executing in the source node to 10 send a message to a destination object executing in a destination node, (ii) determining whether the destination node and source node are a same node; 11 (iii) sending the message to the destination object within the source node if the 12 13 destination node is the source node; and 14 (iv) transmitting the message to the destination node through the communication 15 interface if the destination node is not the source node; and 16 destination program logic implemented in the nodes, wherein the node executing the 17 destination logic comprises a destination node, wherein the destination program logic causes the 18 destination node processor to send the message received from the source node to the 19 destination object within the destination node.

- 16. The system of claim 15, wherein there is a message queue associated with each 1 2 object in each node, and wherein the source program logic sends the message to the destination 3 object by invoking an operating system command to transmit the message to the message queue 4 associated with the destination object.
- 1 17. The system of claim 15, wherein the source program logic node transmits the 2 message to the destination node over the communication interface by:

Firm No. 0018,0083 3 determining an address of the destination node that addresses the destination node 4 when transmitting messages through the communication interface; 5 generating at least one message packet including the message, the determined address, 6 and an address of the destination object; and 7 transmitting the at least one message packet to the destination node over the 8 communication interface. 18. 1 The system of claim 17, wherein the communication interface comprises a bus 2 and wherein including the address of the destination node in the message causes the destination

- 1 19. The system of claim 15, wherein the destination program logic for sending the message to the destination object in the destination node comprises:
- 3 determining the destination object for the at least one message packet;

node to read the at least one message packet transmitted on the bus.

- 4 extracting the message from the message packet; and
- invoking an operating system command to transmit the message to the message queue associated with the destination object.
- 1 20. The system of claim 15, wherein the source program logic includes an operating 2 system command and a source network object to transmit the message to the destination node 3 by:
- invoking the operating system command, with the source object, to send the message to a message queue associated with the source network object in the source node;
- determining, with the source network object, an address of the destination node that
  addresses the destination node when transmitting messages through the communication
  interface;

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generating, with the source network object, at least one message packet including the message, the determined address of the destination node, and an address of the destination transmitting, with the source network object, the at least one message packet to the destination node over the communication interface; and wherein the destination program logic includes a destination network object that receives, the at least one message packet, wherein the destination network object sends the message to a message queue associated with the destination object in the destination node.

- The system of claim 20, wherein the destination network object routes the 21. 1 message in the destination node to the destination object by: 2 determining the destination object for the at least one message packet; 3 extracting the message from the message packet; and 4 invoking an operating system command to transmit the message to a message queue 5 associated with the destination object. 6
- 22. The system of claim 15, wherein each node is associated with one component 1 of a system, wherein a first node comprises a controller node and at least one second node 2 comprises a component node that controls an electro-mechanical component of the system, 3 wherein the source object comprises a work management object in the controller node that 4 manages system commands and the message includes a command to instruct a motion object in 5 the component node to control the electro-mechanical component to perform an operation. 6

1	22.	The system of claim 21, further comprising:		
2	a communication node capable of receiving commands from a host system to control			
3	the electro-mechanical component of the system, wherein the communication node includes a			
4	host communic	ation object executing in the communication node performing:		
5		receiving a command from a host system to instruct the motion object to control		
6	the electro-mechanical component of the system;			
7		generating a message including the command to send to the work management		
8	object; and			
9		transmitting the message to the controller node to route to the work		
10	management object.			
1	23.	The system of claim 21, wherein the system comprises a storage library system,		
2	and the electro-	mechanical component comprises a component of a storage library system.		
1	24.	The system of claim 15, wherein each object is assigned a unique object		
2	identifier in the system, and wherein the unique identifier is used within all nodes to identify the			
3	destination object to receive the message.			
1	25.	The system of claim 24, wherein each node is assigned a unique node identifier		
2	used within all	nodes to identify the destination node to receive the message.		
1	26.	The system of claim 25, wherein the source and destination program logic		
2	includes a funct	ion call that receives the request from the source object to send the message to		
3	the destination of	object, determines whether the destination node is the same node, sends the		
4	message to the destination object or causes the transmittal of the message to the destination			
5	node over the communication interface, and maintains the object and node identifier assignment,			

wherein the nodes further include program logic performing:

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updating the node and object identifier used by each function call in each node to reflect a modification to the arrangement of nodes or objects in the system.

- 1 27. The system of claim 15, wherein each node transmits signals to determine an availability of other nodes on the communication interface.
- 1 28. An article of manufacture for allowing communication among processing nodes 2 in a system, wherein each node includes a processor, wherein a communication interface 3 enables communication between the nodes, wherein the article of manufacture includes program 4 logic for controlling the node processor operations, comprising: 5 source program logic implemented in the nodes, wherein the node executing the source 6 logic comprises a source node, wherein the source program logic causes the source node 7 processor to perform: 8 (i) receiving a request from a source object executing in the source node to 9 send a message to a destination object executing in a destination node, 10 (ii) determining whether the destination node and source node are a same node; 11 (iii) sending the message to the destination object within the source node if the 12 destination node is the source node; and 13 (iv) transmitting the message to the destination node through the communication 14 interface if the destination node is not the source node; and 15 destination program logic implemented in the nodes, wherein the node executing the 16 destination logic comprises a destination node, wherein the destination program logic causes the 17 destination node processor to send the message received from the source node to the 18 destination object within the destination node.
  - 29. The article of manufacture of claim 28, wherein there is a message queue associated with each object in each node, and wherein the source program logic sends the

3 message to the destination object by invoking an operating system command to transmit the

- 4 message to the message queue associated with the destination object.
- 1 30. The article of manufacture of claim 28, wherein the source program logic node
- 2 transmits the message to the destination node over the communication interface by:
- determining an address of the destination node that addresses the destination node
- 4 when transmitting messages through the communication interface;
- 5 generating at least one message packet including the message, the determined address,
- 6 and an address of the destination object; and
- 7 transmitting the at least one message packet to the destination node over the
- 8 communication interface.
- 1 31. The article of manufacture of claim 30, wherein the communication interface
- 2 comprises a bus and wherein including the address of the destination node in the message
- 3 causes the destination node to read the at least one message packet transmitted on the bus.
- 1 32. The article of manufacture of claim 28, wherein the destination program logic
- 2 for sending the message to the destination object in the destination node comprises:
- determining the destination object for the at least one message packet;
- 4 extracting the message from the message packet; and
- 5 invoking an operating system command to transmit the message to the message queue
- 6 associated with the destination object.
- 1 33. The article of manufacture of claim 28, wherein the source program logic
- 2 includes an operating system command and a source network object to transmit the message to
- 3 the destination node by:

4	invoking the operating system command, with the source object, to send the message t			
5	a message queue associated with the source network object in the source node;			
6	determining, with the source network object, an address of the destination node that			
7	addresses the destination node when transmitting messages through the communication			
8	interface;			
9	generating, with the source network object, at least one message packet including the			
10	message, the determined address of the destination node, and an address of the destination			
11	object;			
12	transmitting, with the source network object, the at least one message packet to the			
13	destination node over the communication interface; and			
14	wherein the destination program logic includes a destination network object that			
15	receives, the at least one message packet, wherein the destination network object sends the			
16	message to a message queue associated with the destination object in the destination node.			
1	34. The article of manufacture of claim 33, wherein the destination network object			
2	routes the message in the destination node to the destination object by:			
3	determining the destination object for the at least one message packet;			
4	extracting the message from the message packet; and			
5	invoking the operating system command to transmit the message to a message queue			
6	associated with the destination object.			
1	The article of manufacture of claim 28, wherein each node is associated with			

one component of a system, wherein a first node comprises a controller node and at least one second node comprises a component node that controls an electro-mechanical component of the system, wherein the source object comprises a work management object in the controller node that manages system commands and the message includes a command to instruct a motion

object in the component node to control the electro-mechanical component to perform an
 operation.

- 1 36. The article of manufacture of claim 28, wherein a communication node receives
- 2 commands from a host system to control the electro-mechanical component of the system,
- 3 wherein the communication node includes a host communication object executing in the
- 4 communication node performing:
- 5 receiving a command from a host system to instruct the motion object to control the
- 6 electro-mechanical component of the system;
- 7 generating a message including the command to send to the work management object;
- 8 and
- 9 transmitting the message to the controller node to route to the work management
- 10 object.
  - 1 37. The article of manufacture of claim 35, wherein the system comprises a storage
  - 2 library system, and the electro-mechanical component comprises a component of a storage
- 3 library system.
- 1 38. The article of manufacture of claim 28, wherein each object is assigned a unique
- 2 object identifier in the system, and wherein the unique identifier is used within all nodes to
- 3 identify the destination object to receive the message.
- 1 39. The article of manufacture of claim 38, wherein each node is assigned a unique
- 2 node identifier used within all nodes to identify the destination node to receive the message.
- 1 40. The article of manufacture of claim 39, wherein the source and destination
- 2 program logic includes a function call that receives the request from the source object to send

- 3 the message to the destination object, determines whether the destination node is the same
- 4 node, sends the message to the destination object or causes the transmittal of the message to
- 5 the destination node over the communication interface, and maintains the object and node
- 6 identifier assignment, wherein the nodes further include program logic performing:
- 7 updating the node and object identifier used by each function call in each node to reflect
- 8 a modification to the arrangement of nodes or objects in the system.
- 1 41. The article of manufacture of claim 28, wherein each node transmits signals to
- 2 determine an availability of other nodes on the communication interface.